

COMPENDIUM  
**EXALTED**  
**WWW.EXALTEDCOMPENDIUM.COM**



## ***UNCOMMON DIFFERENCE***

***LAST UPDATED ;  
1ST DAY OF THE ASCENDING WATER, REALM YEAR 769  
1ST JANUARY 2002***

***DOCUMENT MAINTAINED BY SILESIA DEUMACHINUS  
EMAIL : SILESIA\_DEUMACHINUS@HOTMAIL.COM      ICQ \* : 7102371***

***LAST MERIT/FLAW ADDED : STYLE DISADVANTAGE***

## MERITS

### Ancient Oath

write by DarkRiver

Character: Any

Type: Social

Value: 1-7 Points Merit

In a past life the character made a bargain with a spirit or a group of spirits, a bargain that would reach beyond the grave.

The oath was sanctified by a powerful member of the Eclipse Caste or someone of similar authority. Even though the character is merely a reincarnation the spirits will still fully recognize her as the oathpartner and will act accordingly.

### Brigid's Blessing

write by Yoshi

Character: Exalted

Type: Magical

Value: 7 Points Merit

You have a natural understanding of the flow essence in the world, you follow the same path that "the Bearer of Magic" Brigid, and are true to his lineage.

Your magic has not to shame to the lost magic of the first age, you can research spell at the same speed that if you learn it. More all minimum aptitude of the occult charms are consider three points lower, and you spend one less willpower point to cast spell.

### Caste's Blessing

write by Winteredge

Character: Solar

Type: Magical

Value: 2 Points Merit

Your character has a special connection with the symbolic time of day associated with their caste. For the Dawn caste its morning, for Zenith caste its high noon, for Twilight caste its sunset, for Night caste its midnight, for Eclipse caste its the entire period of Calibration, and during any Eclipse. During the scenes during, preceding, and following these times the character gains 2 additional dice on all rolls where they spend willpower to gain virtue dice.

### Divine Inspiration

write by Duck Plasterer

Character: Solar

Type: Mental

Value: 3 or 5 Points Merit

Truly the favoured of the Unconquered Sun, the Solar with this merit is blessed with sporadic glimpses of lost, arcane knowledge.

For 3 points, once every Episode the Solar enjoys an automatic success when making a roll involving any of the

Twilight caste skills, (Craft, Investigation, Lore, Medicine and Occult) regardless of difficulty. This applies even if the Solar has no dots at all in that particular skill.

The player can choose when to employ this merit, even using after it a normal roll fails if she so wishes.

Occasionally, the Storyteller may wish to use this merit as a plot tool, revealing information in the form of a divine vision or 'hunch' so as to guide the character's circle (though the player should not be penalised for this; she should still be allowed to use the power by choice once during the Episode as normal. Let's just say that the Unconquered Sun is feeling particularly generous on that day :)).

For 5 points the Solar can do all of the above, but in addition, once per Episode, she gains the ability to cast one spell unknown to her. The appropriate incantation simply flies free of her lips, and the magic just happens.

In order for this to happen, she must possess the amount of essence needed to power the spell. However, she need not deduct any Willpower points; this is not a conscious action on her part, not the use of occult education, the Solar is simply the conduit through which the magic flows.

When this happens is NOT up to the player: the Storyteller decides when the spell is cast, which spell it is and where it is targeted. This is so that the merit cannot become unbalancing. The Storyteller must not abuse this though, and must always act with the character's best interests in mind.

This more powerful aspect of the merit should typically be used during a climatic battle scene, or in a situation where all hope of escape or survival is lost and divine intervention is the only way out.

### Extremely Auspicious Destiny

write by Winteredge

Character: Any

Type: Magical

Value: 7 points Points Merit

This merit may not be taken by an exalted. It is instead the merit most commonly seen in un-exalted humans who, for whatever reason, accompany the exalted on their journeys.

A character with the Extremely Auspicious Destiny is one that is truly blessed by fate. They are likely to be exalted at some time in the future, though many never do. Such characters are extremely hard to kill, not so much in the fact that they are incredibly resistant to damage, but rather in that the world seems to keep them safe from harm, as though destiny had other plans for them.

There are no mechanics associated with this merit. The exact way in which a character with Extremely Auspicious Destiny's good fortune occurs is left up to the storyteller, though no two people with this merit should experience the same types of auspicious good luck.

Ex: Tra Ahad Mahil Amah Jazzarik is a traveling companion of Jo's. Jo is a Dawn Caste Solar with a habit of ticking off large groups of archers who like to set up ambushes. The storyteller has determined that Tra Ahmad Mahil Amah Jazzarik has an Extremely Auspicious Destiny, which is lucky for Tra Ahmad since he's traveling with Jo. One morning, just after breakfast, the pair are ambushed by 100 archers. Tra Ahad Mahil Amah Jazzarik cowers, squealing like a little girl, praying to whatever gods he can think of, all the while squatting on the ground and covering his head with his hands while the arrows whiz around him. Incredibly, not a single arrow strikes Tra Ahmad. Jo kills the archers, and the two go to town. Later, while Tra Ahmad brags about his good fortune, he pinches what he refers to as the "Sweetly rounded buttocks of a most becoming drink wench" in front of all his buddies, only to have the "drink wench" knock him unconscious with a single blow.

Characters like Tra Ahmad are comedy relief, though not all characters with this merit are going to fill the same role. Many will be serious friends and companions who may later become exalted themselves. While such characters are most often storyteller characters, storytellers may allow players to run them. Storytellers should keep a close eye on the player character with this merit, and should remind them that if they push their luck too far their good fortune is certain to fail.

### **Mantle of Rulership**

write by Winteredge

Character: Any

Type: Social

Value: 3 points Points Merit

Some people are born to rule. Their orders are often followed without question, even by those who do not owe allegiance to the character.

A character with this merit gains an additional 2 dice on all rolls associated with leadership.

### **Midnight memories**

write by Earthbinder

Character: Any

Type: Mental

Value: +1 Point Merit

the characters dreams are haunted by memories fo times long past and live long forgotten. the character gain +1 die to any situation where knowledge of the first age may be useful. however they tend to call out names and information in their sleep often waking with a feeling of loss or regret

### **Mystic Library**

write by Awaikaze

Character: Any

Type: Magical

Value: 3 Points Merit

You have access to a sorceror's library. As obvious, it allows the possessor access to much knowledge of various things, including both mundane applications that would relate to magical lore as well as what would be expected. It's unlikely one is able to find much in the way of Sorcery with this, however, one might find the fragmented beginnings of a spell, and Terrestrial Circle is much easier to acquire than anything higher, which might be unattainable. It does allow one to buy the Occult and Lore abilities, as well as any other at the Storyteller's discretion, fairly easily, however, and look up various arcana that are likely to date back to the First Age.

### **Past Life**

write by Ghost Rider

Character: Solar

Type: Mental

Value: 1-5 Points Merit

THE other side of "Past Voices".

When a Solar Exalts with this merit, he regains knowledge of varying degrees. For one point, she will have strong feelings of familiarity with important aspects of their former life: their Lunar mate, their Grand Daiklave used to defeat the Primordials, etc. For more points, the Solar will remember more and/or with more clarity. For 5 points, the Solar will have complete and seamless recolaection of their former life, gaining the life knowledge of their former self. This sometimes causes problems, as characters will find themselves talking to friends about events of their former life as if it had just happened, or possibly slipping into other languages that they formerly spoke.

### **Quiet Anima**

write by BrandonQ

Character: Solar

Type: Magical

Value: 7 Points Merit

Your anima tends to release spent essence slowly, leaking it out gently over time rather than exploding it out immediately after you spend it. The result of this is that your anima banner takes longer to appear, and only rarely gets as severe as that of other Solars.

SYSTEM: Add +5 to your Anima Chart to determine how quickly you're anima flares up. That means you can spend five periphereal essence without any outward sign, 6-8 essence causes your caste mark to glow, 9-12 essence makes your caste mark shine through clothing and other concealments, and so on.

### **Sexy**

write by Winteredge  
Character: Any  
Type: Physical  
Value: 2 Points Merit

Your character is particularly attractive to those who would be attracted to your sex normally. You have that special something that just drives these people wild.

Characters should be aware, however, that people with the "jealousy" flaw will likely not get along well with your character, either by viewing your character as a threat, or being jealous of attentions that they perceive you give to others.

Add one die to all presence and socialize rolls when dealing with those attracted to the character's sex.

### **Stable Form**

write by beemanfunk  
Character: Any  
Type: Physical  
Value: 1-7 Points Merit

You have received a special blessing during your Exaltation. The warping effects of the wyld do not affect you as severely as others. Whenever the storyteller rolls a die to determine whether or not your character suffers the mutating effects of the Wyld, subtract from the result equal to the Merit value to a minimum of 1. So for example, if the storyteller rolled a 7 and you had 3 points invested in the merit, the end result would be 4 and you would suffer the 4-5 result (P. 280). The merit value also adds to your willpower dice pool in fighting the maddening effects of the Wyld. This Merit does not protect from creatures (or their Powers, such as the Fair Folk's Glamour magic) of the Wyld or outside hazards of the Wyld environment, only the mutating effects that are caused by spending too much time in the Wyld.

### **Talismanic Fortune**

write by john  
Character: Any  
Type: Magical  
Value: 5 Points Merit

The character is so blessed with good luck, that those travelling with her often consider her a lucky mascot for them, rival to any talisman.

Once a session the character may reroll any dice pool of her own, or allow a re-roll of any other players dice pool. Once the dice are re-rolled the second result must stand.

The lucky character must be present in a scene for a re-roll to be allowed, they are the one favoured by fate after all...

### **True Love**

write by Craig Sambells  
Character: Any

Type: Social  
Value: 1 Point Merit

This Merit is mostly roleplayed. The character has a True Love, he/she may not love the character in return but the character with this merit gains an extra 2 die in rolls involving his love's protection. There is a downside the character while do just about anything to protect their love and can also get very jealous about it.

## **FLAWS**

### **Brigid's Curse**

write by Yoshi  
Character: Exalted  
Type: Magical  
Value: 7 Points Flaw

Like Brigid, the legendary "Mother of All Spell", you are nearly unable to learn charms. For you, all the minimum aptitude of all charms are consider three point higher, so it's impossible for you to learn charms that need a minimum aptitude of three.

### **Caste Scar**

write by DarkRiver  
Character: Solar  
Type: Physical  
Value: 3 Points Flaw

Upon the character's exaltation her caste mark was burning so intensely that she was left with a scar in form of the mark, forever visible on her forehead. Unless she covers it she will be clearly recognized as a solar. Furthermore her essence seeps through the scar when she uses it to fuel her charms. The first two steps of the anima banner apply to her even if she uses essence from her personal pool.

### **City Folk**

write by M. Roark  
Character: Any  
Type: Social  
Value: 2 points Points Flaw

The Imperial City, Nexus, Thorns. The great metropoli of the Second Age. Whether raised in the hallowed halls of the Imperial Palace or the back alley squalor of the Nighthammer district, you are accustomed to the ways and wherefores of city life.

This makes you particularly apt at dealing with people while inundated with this environment. When in any settlement with a population of over 5,000, you are at + 2 die to all social interactions due to your comfort in the surroundings.

However, this comfort comes at a price. Outside of the city walls and in more rural villages, your character is out of her element. Rural peoples tend to see her as soft, and will tend to be suspicious around her. Your character is at - 2 dice when dealing with any social situation outside of her comfort zone.

Additionally, your character is used to the convenience of city life, and is thus at - 1 die to all Survival and Resistance rolls while in the wilds.

#### Past Contract

write by Demetrius

Character: Any

Type: Magical

Value: 3 or 5 Points Flaw

In the past you were subject to a contract with another solar, a spirit, or some other being that was sanctified by a powerful Eclipse. Unfortunately the spirit remembers your past incarnation and is going to hold you to the contract. And even though you're the reincarnation, you still owe debt on the deal.

The three point flaw is just a minor agreement, something that could be accomplished with a dangerous mission or two in order to finish the deal. With the five point flaw it's going to take a bit more work to follow through on things.

You and the Storyteller should discuss what kind of agreement was made in the past. Or have some fun and let him build a campaign around it.

#### Demonic Enmity

write by beemanfunk

Character: Any

Type: Magical

Value: 2,4 or 6 Points Flaw

Whether you were part of, or the caster of the ritual, a horrible mistake was made in a binding ritual of a demon and caused it to fail. Fortunately, the demon did not have the energy to extract revenge on you (or your fellow participants) right then and there and just fled the scene. Unfortunately, the demon is still plotting revenge and it's not going back to Malfeas until it does. For 2 points, the demon is of the first circle. For 4 points, it's of the second circle and for 6 points, it's of the third circle.

This demon is bent on your destruction. The only way to get rid of this flaw is to find a way to banish it back to Malfeas, or destroy the demon, both of which are difficult to do especially if the demon is of the third circle.

#### Dogma

write by Sargon

Character: Any

Type: Magical

Value: Variable Points Flaw

Your kinship to the spirits is closer than other Exalted, and you are bound by the rituals of a religion regarding them. The value of this flaw varies with the frequency and severity with which it may be called upon. Determine its worth by adding the values below together.

If it is a major religion practiced in the Realm or near Threshold (Immaculates, cults of Nexus etc) then this flaw's value starts at 2 points.

If it is a minor religion practiced in the Threshold or lands of one region of Wyld barbarians, then this flaw's value starts at 1 point.

If the rituals may bar the Exalted from entry into a location, add 1 point.

If the rituals may summon the Exalted to a location, add 2 points.

If the rituals may banish the Exalted from his present location, add 3 points.

If the rituals may compel the Exalted to perform nonlethal, non-dangerous actions, add 3 points.

If the rituals may compel the Exalted to kill or place himself into danger, add 4 points (not cumulative with the prior condition).

If the ritual may block the Exalted's access to Essence temporarily, add 4 points.

#### Driven By Passion

write by Bob The Pariah

Character: Solar

Type: Mental

Value: 5 Points Flaw

The Solar possessing this flaw is unusually passionate, controlled by his virtues more than even normal Solars.

Someone Drive By Passion must choose a second Virtue. This second virtue also has a Limit Break tied to it.

The wickedness of the Great Curse was able to turn to most beloved and pure of the Solars into the most hated and debase.

#### Hunted

write by Christopher

Character: Any

Type: Social

Value: 3 Points Flaw

Be it the Wyld Hunt of by a guild assassin you are hunted where ever you go. So you have to take precaution about where you are and what you do.

#### Jealousy

write by Winteredge

Character: Abyssal

Type: Social

Value: 2 points Points Flaw

You deserve at least as good as anyone else! Whenever are in a situation when someone has something better than you do, whether it be a possession, a significant other, or even physical prowess. If one particular thing makes you jealous, and one thing only, then this must be cleared with your ST when you take the flaw.

Normally, when your character's Jealousy rears its ugly head you suffer a -1 dice penalty to all social rolls for the remainder of the scene as your embittered whiny nature irritates those around you.

If your character is only set off by one particular thing (a better girlfriend, a better job, a wealthier person), when its set off you suffer -3 dice to all social rolls for the remainder of the scene.

### **Lost Soulmate**

write by Singing\_Wind

Character: Exalted

Type: Magical

Value: 4 Points Flaw

In a previous existence, your Essence belonged to an Exalt who was bound so tightly by love and oaths of spiritual unity to another Exalt that you still feel the bond for her. Until you find her, you will feel a nagging emptiness in a corner of your soul that never goes away. At best, you can numb the feeling with intoxicants, but this is temporary and makes you feel all the worse for it later with the amount it requires.

In game terms, you recover Willpower twice as slowly as most. To represent this, whenever you gain a single point of Willpower, mark a single check in a box, similarly to Bashing damage in your Health levels. When you regain another, draw another line to turn it into a cross, just like Lethal Damage. Half points cannot be spent in any way, although they do protect you from the effects of having no temporary Willpower left. If you have only half a Willpower point left and are forced to spend a point by external forces, you lose it, but are affected as if you had no Willpower remaining.

### **Lure of the Underworld**

write by TeancumChristiansen

Character: Any

Type: Mental

Value: 1 Point Flaw

You share the morbid fascination with the Underworld displayed by those that congregate at the edges of the Shadowlands. Perhaps you or your family once lived there, or perhaps you are just intrigued by the haunting beauty of their beliefs. You may even begin to manifest the physical traits of this preoccupation, becoming thin, gaunt and pale.

### **Mark of the Fair Folk**

write by Christopher

Character: Any

Type: Social

Value: 3 Points Flaw

Maybe you have pointed ears or a reaction to iron or something else, but what ever it is people know that you have the blood of the Fair Folk. Because of this normal humans do not trusted you and you get another success for any social rolls with humans; also true fair folk seem to be like you and go out of thier to make trouble for you

### **Obligation/Compulsion**

write by Awaikaze

Character: Any

Type: Mental

Value: 3 Points Flaw

You have some form of goal, compulsion, or requirement. It is typically an undertaking of your own design, or it could be a mystical one. Likely, it is something that came upon you as a burden of responsibility with your Exalted powers. Regardless, outline the desires of this compulsion. It should be massive such as, "free every slave you find" or "overthrow the Lover Clad in Raiment of Tears." You may spend Willpower to overcome this for a scene, but otherwise you are must act in a manner supporting your obligation.

### **Past Voices**

write by Ghost Rider

Character: Abyssal

Type: Mental

Value: 1-5 Points Flaw

Solars become Exalted when the Essence of a past Solar joins with them. However, sometimes a piece of those former Solars comes along with it.

At 1 point, this manifests as quiet whispers in the back of the Solar's head that can be quelled by expending a point od Willpower. At higher levels, the voices are louder and may even wrestle the Solar for control of their body. Whenever a Solar expends Essence to use Charms or Sorcery, the voices become louder and at higher levels, becomes harder to maintain control over their body.

This can also be transerref into a Merit if the player wishes the voices to offer [good] advice, give information, and even take over the body as a reflex when the player is incapacitated, depending on the level.

(For those who haven't picked up on it, this flaw is directly related to the insanity of Rand al'Thor in Robert Jordan's Wheel of Time series)

### **Sorcerous Prohibition**

write by Mourn

Character: Exalted

Type: Magical

Value: 3, 5 or 7 Points Flaw

For some reason, you are denied access to the circles of sorcery. For 3 points, you are unable to gain the Terrestrial Circle Sorcery Charm. For 5 points, you are denied Celestial Circle Sorcery as well. For 7 points, you cannot cast spells of the Solar Circle at all.

### **Style Disadvantage**

write by Khaizard

Character: Any

Type: Physical

Value: 2 Points Flaw

>>This may only be taken by someone with a Martial Arts skill of 2 or greater<<

The character may be a good student, but has poor aptitude in making his teaching practical. His movements are wooden and rigid, and he has a tough time using his skills outside of a very specific environment. Additionally, because of his (over-)reliance on traditional method, learned opponents have an easier time defeating him.

In game terms, this flaw has two effects. The first is that the Character may not perform stunts with his martial arts except under very specific circumstances (for example, in a tournament or classroom setting), and always with regard to Storyteller approval (perhaps with a successful Wits + Martial Arts roll).

Second, if an opponent makes a successful Intelligence + Martial Arts roll, he may add a number of dice to his pool equal to his Wits when battling the character. This bonus lasts for one combat, after which the opponent must roll again.

A character with this disadvantage will usually be noticeable and identifiable with the way he fights, which may cause trouble if people are looking for him.

### **Touch of the Wyld**

write by Spider

Character: Any

Type: Social

Value: 1 Point Flaw

The character, whether before or after their exaltation, was exposed to the wyld for a time. The character has one of the poxes described in the corebook from pointed ears to an animal pattern over their body. While they may receive some advantage from this such as 2 dice on appropriate awareness roles they are down two dice on social interaction roles with individuals of a culture where wyld taints are considered abominations, this is most cultures. This penalty does not apply if the target has wyld marks as well or in intimidation roles.

### **Uncivilized**

write by ratfruit

Character: Any

Type: Social

Value: 2 Points Flaw

You come from a land considered savage and primitive by the general populace. You may be Haltan, from an unknown island in the west or a barbaric northlander who has not been in contact with civilization for long. Civilization may cause you discomfort, and your presence causes some discomfort in those who would call themselves civilized.

SYSTEM:Whenever you are in any social setting considered civilized (such as a huge city like Nexus or a nobles party) you are at -2 to all social rolls. In these situations you can still communicate to another member of your "primitive" group/tribe/nationality with no social penalty.

### **Unconquered Flame**

write by Duck Plasterer

Character: Solar

Type: Physical

Value: 7 points Points Flaw

Unable to fully contain the almighty power of the Exaltation, the Solar with this flaw has an extra reason to exercise caution in her use of Essence.

Whenever the Solar burns 16+ motes of Peripheral Essence, her anima takes upon the form of some totemic image, as with other Exalted. However, the Solar with this flaw cannot safely channel this level of raging energy, and will be physically scorched by her own flames every time this happens. She immediately loses one health level of bashing damage whenever her anima is pushed to this point. This includes turns in which the full anima remains in place due to additional expenditure of Essence.

Therefore, this Solar must always skillfully calculate her use of Essence, lest she be consumed by her own power.

### **Whispers**

write by Sargon

Character: Abyssal

Type: Mental

Value: 3 or 5 Points Flaw

As an emissary between the gods and man, you hear the prayers of the common people as a constant murmur in the back of your mind. For 3 points you are down one die on perception based rolls unless a Willpower is spent to suppress it for a scene. For five points, you must answer at least one prayer a day or else it will rise to a cacophany by nightfall and disturb your sleep (as per the Nightmares flaw, in addition to the perception penalties).